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Shen, Heifeng; Smith, Ross; Paay, Jeni; Calder, Paul; Wyeld, Theodor

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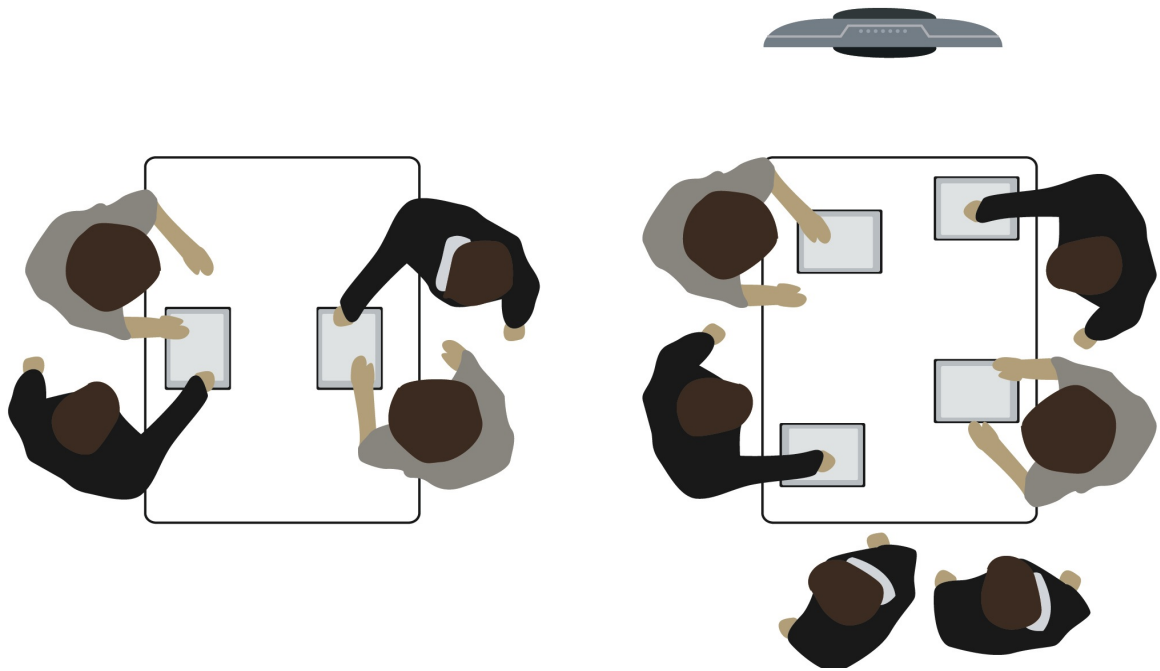
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Proceedings

25 – 29 November
Flinders University
Adelaide Australia



OzCHI 2013

Augmentation
Application
Innovation
Collaboration

Cover image: Courtesy of Andrew Chapman, based on line diagrams adapted from a screen image from an app built with GestureWorks.

***Proceedings of the 25th Australian Computer-Human Interaction
Conference (OzCHI 2013)***

*Flinders University, Adelaide, Australia
25 - 29 November 2013*

Edited by:

Haifeng Shen, Ross Smith, Jeni Paay, Paul Calder and Theodor Wyeld

Organised by:

*Computer-Human Interaction Special Interest Group (CHISIG) of the Human
Factors & Ergonomics Society of Australia (HFESA)*

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Message from the Technical Program Committee

Welcome to Adelaide and OzCHI 2013, the annual conference of the Computer-Human Interaction Special Interest Group (CHISIG) of the Human Factors and Ergonomics Society of Australia (HFSA) and Australia's leading forum for a growing international community of practitioners, researchers, academics and students to exchange work in all areas of Human-Computer Interaction.

The technical program committee was comprised of 142 researchers, among whom 77 were from Australia and 65 were from overseas. All long and short papers were subject to double-blind peer review with each long paper reviewed by at least three committee members and each short paper reviewed by at least two committee members. Student design challenge, flash talk, and interactive poster submission were reviewed by their respective track chairs and committee members. This year we received 71 long papers, 83 short papers, and 38 student design challenge submissions from 30 countries, including Asia-Pacific, Europe, North America, and South America. After the rigorous peer review process, we accepted 34 long and 45 short papers, and 9 student design challenge finalists, overall 46% of submissions. The OzCHI proceedings are a publication of CHISIG, and also appear in the ACM (the Association for Computing Machinery) Digital Library (dl.acm.org).

The theme of this year's conference is Augmentation, Application, Innovation, and Collaboration, which reflects a variety of technical and social challenges in designing and deploying human-centred computer applications through augmenting our daily lives with innovative interaction and collaboration technologies. The programme covers a wide range of topics around this theme, including "Ubiquitous Computing", "Interface, Interaction, and Visualisation", "Health and Welfare", "Learning Environments", "Gaming", "Mobile and Touch Interaction", and "Social and Collaboration Technologies". We have organised 79 paper presentations in 18 sessions as well as a number of flash talks and an exhibition of interactive posters.

It is our pleasure and honour to have as our invited keynote speakers Kenton O'Hara from Microsoft Research Cambridge, UK, Bruce Thomas from UniSA, Australia, and Ben Kilsby from Holopoint Interactive, Adelaide, Australia. They will each give a talk addressing aspects of the conference theme. In Particular, Dr. O'Hara's talk on Interaction Proxemics addresses aspects of Innovation and Collaboration, Prof. Thomas' talk on Augmented Reality addresses aspects of Augmentation, and Mr. Kilsby's talk on Gaming addresses aspects of Application and Innovation. In addition, this year's conference also hosts interesting workshops, tutorials, and a doctoral consortium.

We hope you enjoy the programme of OzCHI 2013. Remember to take some time to enjoy the beauty and hospitality of the great city of Adelaide, which was recently voted by the Lonely Planet as one of the top ten cities to visit!

Haifeng Shen, Ross Smith, Jeni Paay & Paul Calder

OzCHI 2013 Program Chairs

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